



EDINA BASKETBALL

To develop, enhance and enjoy basketball



2009 Edina Girls' Classic Traveling Basketball Tournament Rules

1. Home team: Team listed first.
2. Warm-up time: A minimum of three minutes and a maximum of five minutes.
3. All games will consist of four 7-minute stop time quarters. There will be a 1-minute break between quarters.
4. The clock will run in the fourth quarter if a team is ahead by 20 points or more. The clock will continue to run until the lead falls below 10 points or less.
5. Half Time break is 3-minutes.
6. Each team will be allowed three 1-minute time-outs per game with one additional time out for each overtime period. Unused timeouts do not carry over to the overtime period(s).
7. Technical fouls will be automatic two points and the ball.
8. Two technical fouls during the tournament will result in automatic ejection from the tournament.
9. If a three-point line exists, it will be used in all grades.
10. Bonus shots will be awarded on the seventh team foul and the double bonus will be shot on the tenth team foul per half.
11. All defenses are permitted. All teams may not full court press if they are ahead by 20 points or more at any time during the game. Clock will return to stop time if the lead drops below 15 points.
12. The first overtime period will be 2-minute stop time. The second overtime period will be sudden death - the first team that scores a point wins.
13. All decisions by officials, timers and scorers are final; no protests are allowed.
14. Teams should be ready to play 15 minutes before scheduled game time. Games may start early and often do.
15. The players may not wear any jewelry. The tournament coordinator, prior to the start of any game, must clear any exceptions.
16. The home team will provide a basketball for the game.
17. Unsportsmanlike conduct by players, coaches, parents or fans will not be tolerated.
18. Tournament Director has the right to alter format, sites, times, or call forfeits if necessary.
19. Brackets are final. There will be no refunds for any cancellations or forfeits.
20. Inclement Weather: Check our website (<http://www.edinabasketball.com>). If your game is not cancelled and your team does not show, it is a forfeit.



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TIE BREAKER RULES

TWO-TEAM TIE

In any situation where two teams are tied, head-to-head competition between the teams shall determine the winner.

THREE OR MORE TEAMS TIED

Step One:

If more than two teams are tied, a point differential tie breaker will be applied. The point differentials of the teams involved in the tie are totaled. Teams are then ranked according to the sum of the point differential and the team with the highest ranking is determined the pool play winner. (Regardless of actual game scores, 15 points is the maximum plus or minus total that will be factored into the point differential calculation.)

NOTE: Once the pool winner has been determined via the point differential, the tie between the remaining two teams shall be broken based on head-to-head competition.

Step Two:

If more than two teams are still tied after the application of Step One, the point differentials of the teams not involved in the tie are added and the results recalculated.

Step Three:

If more than two teams are still tied after the application of Step Two, a three-way flip of the coin shall break the tie, with the odd team being declared the pool winner. The tie between the two remaining teams shall be broken based on the results of their head to head competition.

SPECIAL NOTE: All forfeits are scored 15-0.